



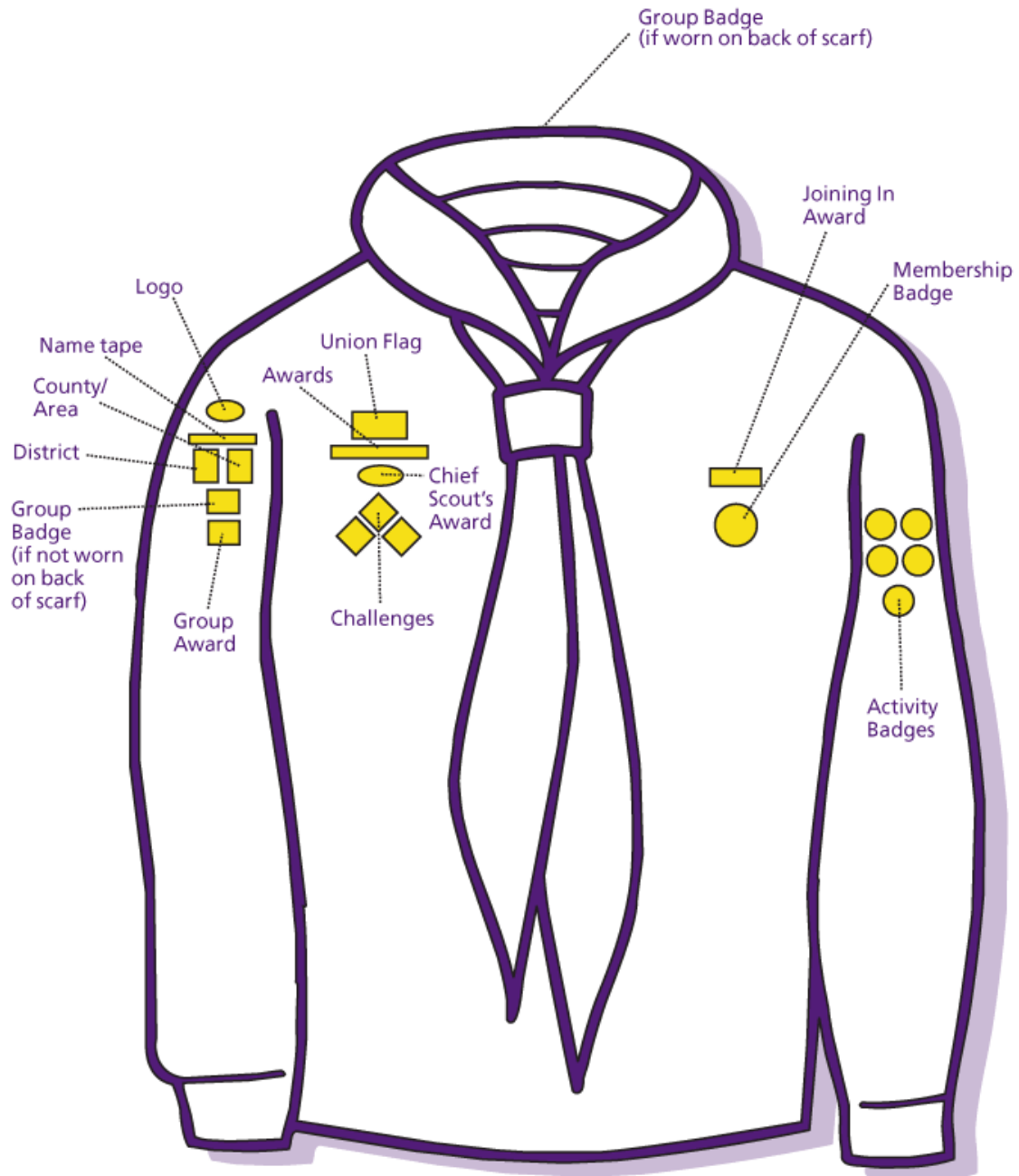
Badge Requirements

Contents

Position of Badges on Uniform..... 1
Beaver Scout Membership Award2
Joining In Awards 3
Moving-On Award4
Challenge Badges.....5
 The Creative Challenge..... 5
 Discovery Challenge (Discontinued)6
 Fitness Challenge6
 Friendship Challenge7
 Global Challenge.....7
 Outdoor Challenge8
 Promise Challenge9
Chief Scout's Bronze Award 10
Activity Badges..... 11
 Adventure 11
 Air Activities..... 12
 Animal Friend 12
 Creative 13
 Experiment 13
 Explore..... 14
 Faith 14
 Health & Fitness..... 15
 Healthy Eating..... 15
 Hobbies 16
 Imagination 16
 Safety 17

Position of Badges on Uniform

The diagram below shows the positions of the Beaver Scout badges on their Uniform.



Beaver Scout Membership Award



This Award has been designed to help Beaver Scouts understand the commitment that they are making when they make their Promise and become Members of the Movement and the Beaver Scout Section.

Requirements

It is recommended that Beaver Scouts complete the following activities in the three areas before the badge is awarded and they make their Promise.

Area One - Know about the Colony

- Attend at least four meetings.
- Get to know other Members and Leaders in the Colony.
- Find out about ceremonies and traditions in the Colony.
- Find out about activities available in the Colony.

Area Two - Know about joining the Colony

- Know and show an understanding of the Beaver Scout Promise.
- Know and show an understanding of the Scout Motto, Sign and Handshake.
- Know what to do at their Investiture.
- Know the meaning of the badges that they will receive at their Investiture.
- Show a general knowledge of the family of Scouts, worldwide Scouting and the history of Scouting.

Area Three - Promise

- Become a Beaver Scout by making the Promise.

Joining In Awards



The Joining In Awards recognise a commitment to Scouting. They celebrate Beaver Scouts participating in a Balanced Programme over a period of time. These badges are not Section specific. They recognise the length of time a young person has been a Member of the Scout Movement, rather than as a member of any individual Section.

When are the Awards presented?

In the Colony, up to two Joining In Awards can be earned. They would normally be presented one year after the Beaver Scout has joined the Colony. The award acknowledges and celebrates an active involvement in a Balanced Programme. Some Colonies award a Joining In Award around the time of a Beaver Scout's birthday.

Wearing the Awards

All Joining In Awards earned within the Beaver section can be worn at the same time.

Moving-On Award



This Award is presented to a Beaver Scout when he or she is invested into the Cub Scout Pack. The Investiture should take place on their first official meeting as a Cub Scout.

To complete the Moving-On Award, a Beaver Scout must:

- know about the Cub Scout Pack.
- know about joining the Cub Scout Pack.
- renew the Promise.

What is the purpose of this Award?

This badge helps ease the transfer of a Beaver Scout to the Cub Scout Pack. It also allows the Beaver Scout to be invested into the Pack immediately, recognising that they are already Members of the Scout Movement.

Know about the Cub Scout Pack

- Attend meetings of both the Beaver Scout Colony and the Cub Scout Pack for at least four weeks and take an active part in both programmes.
- Get to know the Members and Leaders of their Six and Pack.
- Find out about the ceremonies and traditions in the Pack.
- Find out about the activities available to their Six and Pack.

Know about joining the Cub Scout Pack

- Know and show an understanding of the Cub Scout Promise and Law.
- Know and show an understanding of the Scout Motto, Sign, Salute and Handshake.
- Know what to do at their Investiture.
- Know the meaning of the badges they will receive at their Investiture. This should include extending their understanding of the family of Scouting and worldwide Scouting.

Renew the Promise

- Become a member of the Cub Scout Pack by renewing the Promise.

Challenge Badges

The Challenge Badges complement the Balanced Programme. These have been developed to extend Beaver Scouts skills and experience. The Challenges are optional and continue throughout the Sections providing continuity from 6 to 25.

What are the Challenges?

The following Challenges are available in the Beaver Scout Section.

- The Promise Challenge
- The Creative Challenge
- The Fitness Challenge
- The Friendship Challenge
- The Global Challenge
- The Outdoor Challenge

Are the Challenges for individuals or groups?

Each part of the Challenge should be part of the Balanced Programme for the whole Colony. They are not activities to be undertaken individually. Challenges should not require any special work, but should be a part of normal Colony activities.

The lists of activities are not complete or exhaustive. If you want to substitute another activity, look at the suggestions and choose something with the same element of challenge.

Where can I find more programme ideas?

You can get further ideas from other Leaders, SCOUTING Magazine or from ScoutBase UK at www.scoutbase.org.uk.

Can Beaver Scouts complete a Challenge more than once?

Yes, but the second time, they need to show more involvement, skill and further development. If they complete a second Challenge they can wear a second badge.

The Creative Challenge



The Beaver Scout must complete four activities, at least one from each area.

Creativity

- Act or mime a simple scene
- Learn a new song and sing it
- Make a model. This could be out of anything, such as junk, kit or Lego

- Make an instrument and play it.

Cooking

- Try some simple cooking e.g. making cakes or decorate biscuits etc
- Make a hot drink safely.

How things work

- Learn how a simple mechanism works e.g. a lock, bike pump, Meccano, etc
- Learn what a magnet does
- Use some food colouring to, for example, tie-dye some material or watch celery change colour
- Light a bulb using a simple circuit.

Discovery Challenge (Discontinued)



This badge has been discontinued

Notes:

This badge no longer appears in the new syllabus for Beaver Scouts.

The old requirements for the Discovery Challenge can also be found on ScoutBase UK.

Fitness Challenge



The Beaver Scout must complete four activities, at least one from each area.

Agility and fitness

- Take part in a team game
- Take part in agility activities e.g. balancing a book on their head etc
- Take part in co-operative games e.g. parachute games.

Adventure

- Go for an accompanied walk

- Take part in a Keep Fit session
- Try one new sport e.g. rugby, tennis etc.

Health

- Learn about and taste a variety of healthy foods
- Monitor heartbeat after different activity and understand the reasons for change
- Design a poster, which promotes healthy eating.

Friendship Challenge



The Beaver Scout must complete four requirements, at least one from each area.

Caring for others

- Know what to do in an emergency, including calling 999
- Understand how to change simple activities to cater for special needs
- Take part in an activity to help the elderly
- Take part in an activity to help the community
- Raise funds for a good cause.

People far away

- Find out about four different aspects of life in another country. For example: national costume, food, currency or climate, etc
- As a Colony create a link with another Colony or similar in a different country.

Meeting other people

- Find out about the job or interest of someone in their community, such as a religious leader, dentist, a musician etc
- Arrange a visit to or from someone who serves the community. For example - a police officer, a lifeboat crew, coastguard, fire fighter etc
- Join in activities with another Colony.

Global Challenge



The Beaver Scout must complete four activities, at least one from each area.

Cultures

- Learn about Fair Trade products
- Taste and/or prepare food from around the world
- Learn about international faiths and beliefs
- Take part in a tradition from around the UK. This could be about preparing local food, folk dancing or singing songs etc. Examples include cheese rolling, well dressing, may pole dancing
- Play or make an instrument from another country. For example a didgeridoo, drums, castanets or rain sticks, etc.

World Scouting

- Learn a Promise from another country
- Learn a greeting in another language
- Take part in a Scouting activity from another country
- Meet a Scout from another country.

Environment

- Organise an activity to clean up the environment e.g. litter pick
- Learn about the Country Code
- Get involved in a recycling project, such as for paper, glass or ink cartridges
- Plant trees or flowers
- Learn how to save energy
- Learn about wildlife conservation.

Outdoor Challenge



The Beaver Scout must complete four activities, at least one from each area.

Preparing for a visit

- Pack a healthy picnic meal
- Know what to put in your rucksack for a day visit. This could be a cagoule, drinks, lunch and waterproofs, etc
- Help put up a tent

Visit

- Go on a visit to a place of interest. This could be a park, campsite, activity centre, historic building, beach or similar
- Visit a Cub Scout Pack holiday or Scout camp.

Adventure

- Take part in an outdoor activity, For example, swimming, climbing, grass
- sledging, treasure hunt, canal boating etc
- Attend a Sleepover
- Learn and use two knots
- Follow a laid out trail.

Resources

co2balance have produced a free on-line resource for Leaders and Young people to help achieve this badge.

Promise Challenge



The Beaver Scout must complete four activities, at least one from each area.

Beaver Scout Promise

- Explain how they have recently 'done their best' on at least two occasions and how this made a difference
- Help a new Beaver Scout in the Colony to learn the Beaver Scout Promise
- Take part in an Investiture ceremony or similar
- Attend at least two Colony Forums/Log Chews.

Your God

- Take part in an act of worship with others in the Colony, such as a parade at a place of worship, and/or a Scouts' Own
- Learn two facts about their faith community and tell the rest of the Colony about them
- Write and read a prayer for their Colony's opening or closing ceremony
- Attain the Faith Activity Badge.

Rights and Wrongs

- Help review an event or activity with the rest of the Colony
- Visit a place of worship other than their own
- Learn about Fair Trade, the right to clean water etc
- Listen to a story from a faith tradition which gives examples of good and bad and talk about it afterwards
- Write down some ideas that could help to make the Beaver meetings more fun for everyone.

Chief Scout's Bronze Award



This badge is the highest award available in the Beaver Scout Section. It is gained by completing:

- Creative Challenge
- Fitness Challenge
- Friendship Challenge
- Global Challenge
- Outdoor Challenge
- Promise Challenge

If a Beaver Scout has not quite completed the requirements for the top award when they move on to the Cub Scout Pack, they may complete them in their first few weeks in the Cub Scout Pack.

Activity Badges

Activity Badges are optional, but they provide an opportunity to reward a young person who has taken part in an activity over a period of time. They should raise interest and extend a young person's skills throughout their time in Scouting.

There are 12 badges available for Beaver Scouts, 35 for Cub Scouts, 70 for Scouts and 28 for Explorer Scouts.

Flexibility Statement

The requirements for the Activity Badges provide a wide range of choice for Beaver Scouts. Most Beaver Scouts will be able to access the Badges of their choice. There will be a number of children with Special Needs who will need further flexibility to gain their Activity Badges. Adaptation may be required specific to the needs of the child concerned. The aim in each case should be to improve access to the Badge rather than to reduce the challenge of its requirements

Adventure



Complete the following: Take part in three activities with other Beaver Scouts that will provide adventure. Two should be activities that they have not tried before. Examples include:

- Treasure hunt
- Following a laid trail
- Grass sledging
- Journey using a new form of transport
- Making and sailing a model boat
- Climbing
- Abseiling
- Swimming
- Canal boating
- An adventure walk around a park
- Visiting a pier
- Swimming

Notes

The Leadership team must arrange appropriate supervision before the adventure takes place.

If you need help designing alternatives to these requirements for those with special needs please contact the Special Needs Office at Gilwell Park.

Air Activities



Complete the following:

1. Make a paper dart out of paper and see how well it flies
2. Find out about a particular aeroplane and tell others in the colony about it. Examples might be Concord, Spitfire, Airbus, Lynx helicopter etc
3. Talk to someone who has flown in a plane, helicopter or hot air balloon and find out what it was like
4. If they have already flown in a plane - tell others in the Colony what it was like. If not, tell them what they would like to fly in, and why

Notes

If you need help designing alternatives to these requirements for those with special needs please contact the Special Needs Office at Gilwell Park.

Animal Friend



Complete the following:

1. Know how to care for an animal, fish or insect
2. Help to take care of an animal for one month
3. Tell others in the Colony about the animal
4. Know about the correct food to feed the animal, including type, variety and quantity
5. Know about the habitat of the animal, such as where it sleeps etc
6. Know how to exercise the animal
7. Keep a record of the food given to the animal and what they do with the animal for a period of two weeks.

Examples of suitable animals for this Badge include: dogs, cats, gerbils, guinea pigs, fish, birds, rabbits, lambs, stick insects.

Notes

If you need help designing alternatives to these requirements for those with special needs please contact the Special Needs Office at Gilwell Park.

The old requirements for the Animal Friend Badge can also be found on ScoutBase UK, and are valid until the end of December 2007.

Creative



Complete the following: The Beaver Scout needs to:

1. explain/know about a creative activity
2. take part in the creative activity
3. tell the Colony about the activity.

Examples of creative activities include:

- Putting on a show or form of entertainment
- Making a mobile, origami shapes, a model out of clay or plasticine, a painting or drawing or doing conjuring tricks

Notes

If you need help designing alternatives to these requirements for those with special needs please contact the Special Needs Office at Gilwell Park.

The old requirements for the Creative Badge can also be found on ScoutBase UK, and are valid until the end of December 2007.

Resources

Hot Wheels and AcceleRacers have produced a poster for all Beaver Scouts, and notes for all Beaver Scout Colonies.

Experiment



Complete the following:

1. Decide what to do and try and work out what might happen
2. Investigate something of interest to find out how it works; or grow something from seed
3. Tell others in the Colony what they saw and discovered.

Some examples of experiments could include:

- Growing a bulb
- Growing mustard and cress, a seed potato, bean or carrot top
- Showing how a torch works from the bits that make it up
- Showing what a magnet can do, or making a game using magnets.

Notes

A Beaver Scout who has qualified for the BA (British Association for the Advancement for Science) First Investigators Club Silver Star automatically qualify for this Badge

If you need help designing alternatives to these requirements for those with special needs please contact the Special Needs Office at Gilwell Park.

The old requirements for the Experiment Badge can also be found on ScoutBase UK, and are valid until the end of December 2007.

Explore



Complete the following:

1. Decide what or where to explore
2. Think about what they expect to find
3. Go on the exploration
4. Tell others in the Colony what they have discovered.

Suggested places to visit and explore include:

- the seashore
- a forest or park
- woodland
- a town.

Notes

All explorations should be undertaken under the supervision of a responsible adult.

If you need help designing alternatives to these requirements for those with special needs please contact the Special Needs Office at Gilwell Park.

The old requirements for the Explore Badge can also be found on ScoutBase UK, and are valid until the end of December 2007.

Faith



Complete the following:

1. Write a prayer or reflection
2. Read or share a prayer at the opening or closing ceremony or some other time
3. Find and tell a story that relates to the Beaver Scout Promise

4. Tell others in the Colony about the story in an interesting way, for example, as simple drama, picture, cartoon, or part of a game
5. Visit a place of worship and show evidence of their visit with Photographs, drawings, handouts, leaflets or information sheets

Notes

If you need help designing alternatives to these requirements for those with special needs please contact the Special Needs Office at Gilwell Park.

The old requirements for the Faith Badge can also be found on ScoutBase UK, and are valid until the end of December 2007.

Health & Fitness



Complete the following:

1. Learn about foods that are good for you
2. Learn about the value of keeping fit
3. Plan a healthy meal.
4. Tell others in the Colony about a sport or activity they take part in
5. Learn about personal hygiene

Notes

If you need help designing alternatives to these requirements for those with special needs please contact the Special Needs Office at Gilwell Park.

Healthy Eating



Complete the following:

1. Make a fruit salad
2. Make a healthy snack
3. Make two different sandwiches
4. List some unhealthy foods

Examples of healthy snacks include omelette, salad mini pizzas, strawberry smoothie, homemade meatballs etc.

Notes

*There must be appropriate supervision when doing these activities
If you need help designing alternatives to these requirements for those with special needs
please contact the Special Needs Office at Gilwell Park.*

Hobbies



Complete the following:

1. Take part in a chosen hobby for a period agreed
2. Tell and show the Colony the chosen hobby

Notes

*A Beaver Scout may gain more than one Hobbies Badge.
If you need help designing alternatives to these requirements for those with special needs
please contact the Special Needs Office at Gilwell Park.*

Imagination



Complete the following:

1. Write, tell or act a short story, poem or play.
2. Build a model using a variety of objects.
3. Build a collage, draw or paint a picture imagining what life might be like in the future

Notes

*If you need help designing alternatives to these requirements for those with special needs
please contact the Special Needs Office at Gilwell Park.*

Resources

The Oddies, publishers of a series of stories about where all those missing odd socks go, is running a competition for Beavers and Cubs to create a new Oddies character to be featured in a book next year. Closing date: 1st March 2007. They have produced some great resources to help Beavers construct their story and enable them to gain their Imagination Badge. Go to the Scouts section of www.readwithmeweek.co.uk to find out more.

Safety



Complete the following:

1. Explain the Green Cross code
2. Explain the Water Safety code
3. Say what to do when approached by a stranger
4. Identify possible dangers around the house and say what to do about them

Notes

If you need help designing alternatives to these requirements for those with special needs please contact the Special Needs Office at Gilwell Park.